AUDIO POST PROCESSING IN DVD, DTV AND OTHER AUDIO

VISUAL PRODUCTS

Abstract of the Disclosure

The method and system of present invention sequences audio post-processing algorithms to simulate live or theater sound. An audio signal is selectively post-processed according to equipment availability and listener preferences. Downmixing or Prologic algorithms are applied to a signal arriving at sound system. A listener inputs their speaker configuration to a player console. Desired post-processing effects are likewise indicated to the console. For instance, if surround sound equipment is both available and selected, then surround portions of the audio signal are parsed to surround speakers. Bass management techniques then transfer low frequency channels of the signal to compatible speakers. VES or DCS algorithms further manipulate the surround portion of the signal to create an illusion of immersion, and a center channel equalizer balances the signal playback. Alternatively, the post-processed signal is transmitted to a headphone set.